

“WHEN HAVE I EVER BEEN WRONG ABOUT A CASE?” I ASK, TRYING FOR SINCERE SINCERITY. HER EYES NARROW.

“THAT TIME YOU SAID BIGFOOT WAS ABDUCTING HIKERS,” SHE SNAPS, TRYING TO KEEP HER VOICE DOWN. “OR WHEN YOU CLAIMED THE ICE CREAM MAN WAS A SERIAL KILLER. OR—” I HOLD UP A HAND.

“I MEANT LATELY,” I SAY, AND SHE GLARES AT ME.

“I DON’T HAVE TIME FOR CRAZY—” SHE STARTS, BUT HER DAD INTERRUPTS. HE’S FURIOUS; I MENTALLY RUN DOWN THE LIST OF POSSIBLE “WHYS”. IT’S A LONG LIST.

“SIR, YOU’RE LOOKING EXTRA MARTIAL TODAY,” I TRY. “BLACK IS YOUR COLOR.” I ALWAYS SOUND SARCASTIC WHEN I TALK TO THE GENERAL.

UNSURPRISINGLY, HE HAS ME KICKED OUT.

I GUESS I SHOULD HAVE WAITED UNTIL AFTER HER GRANDMA’S FUNERAL, BUT PEOPLE ARE DYING HERE.

psy·chic

You’re an average guy who is supernaturally perceptive but who can’t seem to stop self-sabotaging. Maybe it’s your problem with authority or your fear of being hurt. You are good at talking your way out of trouble but can’t resist proving how clever you are.

You pretend to be a psychic detective, and now you’re making a name for yourself and helping people. What are a few white lies in the face of that?

| MATURITY 1 | | CHILDISHNESS 1 | | PERCEPTION 1 | |
|------------|--------|----------------|--|--------------|---|
| VERBS | hide | 1 | | motive | 1 |
| | read | 1 | | clue | 1 |
| | risk | 1 | | escape | 1 |
| | seek | 1 | | sarcasm | 1 |
| | make | 1 | | connection | 1 |
| NOUNS | reveal | 1 | | convince | 1 |

Your best friend is your foil. He’s responsible and ambitious and loyal. He knows you better than you know yourself. You need him to talk you down; he needs your energy.

Divide 3 points between Styles, Nouns, and Verbs. Change up Aspects like average guy or ambitious if you want to now.

Set Up **+1FP** **TN3**
[Temporary Aspect: B-Plot] You’re avoiding unrequited love • bills • consequences • an angry acquaintance • a friend in need • family obligations.

At home • at camp • at your hang out spot • at the beach • at work • somewhere else.

Until you find a body • witness a crime • get called in • are in the wrong place, wrong time • get lost • get a phone call.

Act 1 **+2FP** **TN4**
Someone’s swindled • seduced • poisoned • set up • stalked • blackmailed.

Minor danger! A henchman • upset ally • hazard • trap • obstacle • accident.

[TA: bruised, taken aback, angry, other]

Act 2 **+3FP** **TN4**
Investigate (x3). Check out a witness • remote location • potential victim • urban location • victim • informant.

What’s the worst thing that could happen now? It does. [TA: wounded, crushed, humiliated, other]

Act 3 **-1FP** **TN5**
Low point. A friend can spark a redirection; so can a hobby. Tag your B-Plot Aspect.

Act 4 **-2FP** **TN5**
Regroup; fight back. Roll twice if you need to.

The villain’s set up a hazard • set a trap • arranged an accident • got a gun • got a hostage • not who you thought.

Now a cliffhanger; you’re in real physical danger.

Act 5 **-3FP** **TN4**
How’re you going to get out of this one? Do it.

Epilogue **1FP** **TN3**
Do you resolve the B-Plot Aspect? Did you win? What do your allies think?

| | Default | Adjusted | General | Aspect |
|---|------------------|------------------------|----------|----------|
| 1 | sudden disaster | suspicious coincidence | enemy | emotion |
| 2 | bad news | good news | accident | physical |
| 3 | harmful evidence | helpful evidence | ally | finance |
| 4 | worthless junk | valuable item | weather | moral |
| 5 | dead end | new insight | bargain | logic |
| 6 | answer clouded | question answered | danger | resource |

When you use a Verb and Noun together, choose a Style, then add all three together; this is your dice pool. Invoke an Aspect by bringing it into play for an extra die. Each die that’s equal to or over the scene’s TN is a hit.

On three hits you get what you want; discard those three dice. Otherwise, you don’t; discard dice equal to the current Act number, starting with duplicates.

Any dice left are Complications. None left? Roll one die.

If you are embarrassed or discredited, or give someone you care about cause to dismiss you, get one **Fiction Point**.

Gain or spend FP equal to the Act FP to finish the scene. When a scene ends, go to commercial; roll General + Aspect to frame the next scene.

Spend FP to add extra dice to a roll, on a one for one basis. If a die bought with FP comes up as a Complication, you choose which column it comes from.

Spend one FP to buy a temporary noun or verb at rank 1 that lasts for one roll. If you buy the same verb or noun five times, add it to your Word list at rank 1.

Tag an Aspect by creating a Complication related to it for two extra dice.

If you want to see if someone or something has an Aspect you can Tag or Invoke, roll READ + MOTIVE or SEEK + CONNECTION or whatever fits the situation.

Temporary Aspects come and go, as the fiction dictates.

When you finish the Epilogue, add two ranks to your sheet. If you spend 5 FP, you can also add, replace, or change an Aspect.

Use all the info from the dice and your choices to narrate. Be generous and clever with your Words. Make results and Complications personal and specific. Roll constantly. Tag Aspects like crazy. Go for FP whenever you can.